

PAT-NO: JP02001062029A

DOCUMENT-IDENTIFIER: JP 2001062029 A

TITLE: GAME MACHINE

PUBN-DATE: March 13, 2001

INVENTOR-INFORMATION:

NAME	COUNTRY
<u>ADACHI</u> , HIROKI	N/A

ASSIGNEE-INFORMATION:

NAME	COUNTRY
<u>ARUZE</u> CORP	N/A

APPL-NO: JP11241749

APPL-DATE: August 27, 1999

INT-CL (IPC): A63F005/04

ABSTRACT:

PROBLEM TO BE SOLVED: To grasp remaining prize-winning possible times or remaining game possible times by sound and to permit a game player to concentrate a game without turning his or her eyes by issuing an announcement sound corresponding to the remaining prize winning possible times or the remaining game possible times of a high allotment game in a specified prize winning game.

SOLUTION: When the rotation of respective reels is stopped in accordance with the operation of the game player during the rotation of the three reels in a slot machine, a bonus game is established and a jac game prize winning sound which indicates the remaining prize winning possible times is issued when a prize is won in a jac game with the combination of JAC-JAC-JAC. In this case, an announcement sound issuing means issues the prize winning sounds with different tone colors in accordance with jac game prize winning times by referring to a prize winning sound table. That is, a driving signal is

transmitted to a speaker driving circuit 48 with an I/O port 38 by CPU 31 and a speaker 43 is driven. At the same time, the prize winning possible times are displayed by numeral in a prize winning possible times display unit 25.

COPYRIGHT: (C)2001,JPO

* NOTICES *

JPO and NCIP are not responsible for any

damages caused by the use of this translation.

- 1.This document has been translated by computer. So the translation may not reflect the original precisely.
- 2.**** shows the word which can not be translated.
- 3.In the drawings, any words are not translated.

DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[Field of the Invention] This invention relates to the game machine which controls a game mode using control units, such as a microcomputer.

[0002]

[Description of the Prior Art] Conventionally, when a predetermined winning-a-prize pattern gathers in a general game in such a game machine, for example, a slot machine, at an adjustable display, there is a winning-a-prize mode of the small hit which the medal of predetermined number of sheets pays out. Moreover, while being called a regular bonus game (henceforth a R-B game), there is a winning-a-prize mode of a per. This R-B game is generated when a different predetermined pattern from the winning-a-prize pattern of a small hit gathers in a general game. In this R-B game, the bonus game from which the fat dividend game ***** jack game of multiple times became 1 set can be performed once. a bonus game - - jack winning a prize -- the count of predetermined -- for example, -- or it generates 8 times -- or a jack game -- the count of predetermined -- for example, if it carries out 12 times, it will end. A fat dividend will be obtained if jack winning a prize is carried out in a jack game.

[0003] Moreover, there is a winning-a-prize mode of the great success called a big bonus game (henceforth a B-B game). This B-B game is generated when a different predetermined winning-a-prize pattern from per a small hit and inside gathers in a general game. In this B-B game, a small hit can perform the set of the general game generated in a high probability, and the above-mentioned bonus game two or more times. A R-B game and a B-B game are specific winning-a-prize games advantageous to the game person who can gain a fat dividend.

[0004] Conventionally, the count in a bonus game for which a prize can be remaining jack won is visually reported by the display by the 7 segment LED prepared in the device front panel. Moreover, when either the last round of jack winning a prize or the last round of a jack game game is reached, there is also a slot machine which generates the information sound which reports that a bonus game is completed with this (refer to JP,9-253274,A).

[0005]

[Problem(s) to be Solved by the Invention] However, in the above-mentioned conventional game machine which displays visually the count in a bonus game for which a prize can be remaining won by the 7 segment LED etc., the bonus game might end the game person, being unable to grasp advance of a bonus game, if it is concentrating on the combination of the pattern of an adjustable display. Moreover, since a look must be diverted and checked to the direction of a count display one by one in order to grasp an advance situation, it cannot concentrate on arranging the winning-a-prize pattern of a jack game.

[0006] Moreover, in the above-mentioned conventional game machine which generates an information sound in the last round of jack winning a prize, or the last round of a jack game game, even if it can

recognize these last round with an information sound, the advance situation of a bonus game cannot be grasped like the above-mentioned case except vision.

[0007]

[Means for Solving the Problem] The adjustable display which was made in order that this invention might solve such a technical problem, and indicates two or more patterns by adjustable, It has the control section which controls the winning-a-prize pattern which carries out a deactivate indication to an adjustable display according to the winning-a-prize mode which becomes settled as a result of carrying out a winning-a-prize judging based on one sampled random-number value. By this control section In the game machine with which the specific winning-a-prize game which consists of a general game which the winning-a-prize mode of various dividends generates, and a fat dividend game of the multiple times to which a fat dividend will be given if it generates and a prize is won at the time of this general game is performed It is characterized by having an information sound generating means to generate the information sound corresponding to the count of the fat dividend game in a specific winning-a-prize game for which a prize can be remaining won, or the count of remaining game possible of a fat dividend game.

[0008] In such a configuration, a fat dividend game can be performed until winning a prize of the count of predetermined will occur, if a specific winning-a-prize game occurs in a general game, and the information sound corresponding to the count of a fat dividend game for which a prize can be remaining won is generated by the information sound generating means until the count of winning a prize becomes the count of predetermined. Or the information sound corresponding to the count of remaining game possible of a fat dividend game is generated by the information sound generating means until it can perform the fat dividend game of the count of predetermined in a specific winning-a-prize game and carries out count digestion of predetermined of this fat dividend game. For this reason, since a game person remains and can grasp the count for which a prize can be won, or the count of remaining game possible by the acoustic sense, he can be concentrated on a game, without diverting a look.

[0009] Moreover, this invention is characterized by the above-mentioned information sound generating means generating a different information sound for every game activation of every winning-a-prize generating of the fat dividend game in a specific winning-a-prize game, and a fat dividend game.

[0010] In such a configuration, since an information sound different, respectively occurs whenever winning a prize of the fat dividend game in a specific winning-a-prize game occurs, or whenever it performs a fat dividend game, a game person remains and can grasp clearly the count for which a prize can be won, or the count of remaining game possible by the acoustic sense.

[0011] Moreover, this invention is characterized by the above-mentioned information sound generating means generating a different information sound from former, when the count of the fat dividend game in a specific winning-a-prize game for which a prize can be remaining won, or the count of remaining game possible of a fat dividend game is lost.

[0012] In such a configuration, if the count of the fat dividend game in a specific winning-a-prize game for which a prize can be remaining won, or the count of remaining game possible of a fat dividend game is lost, since a different information sound occurs, a game person can distinguish sharply the case where it is not the last round and the last round of a fat dividend game, by the acoustic sense until now.

[0013]

[Embodiment of the Invention] Next, the 1st operation gestalt which applied the game machine by this invention to the slot machine is explained.

[0014] Drawing 1 is the transverse-plane perspective view showing the appearance of the slot machine 1 by the 1st operation gestalt.

[0015] Three reels 2, 3, and 4 are formed in the center section of a body of the slot machine 1 free [rotation], and the adjustable display is constituted. The symbol train which consists of two or more kinds of patterns (henceforth a symbol) is drawn on the peripheral face of each reels 2, 3, and 4. These three symbols are observable at a time through the display windows 5, 6, and 7 of the transverse plane of a slot machine 1, respectively. Moreover, input port 8 for a game person to put in the medal which is a game medium is established in the lower part right-hand side of these display windows 5, 6, and 7. Winning-a-prize Rhine of three width (a center L1 and vertical L2A, L2B) shown with an alternate long and short dash line and two slant (the diagonal below is **L3A and slanting upward-slant-to-the-right L3B) is established in the above-mentioned display windows 5-7. In advance of game initiation, when a game person throws in the medal of one sheet from medal input port 8, only central winning-a-prize Rhine L1 is validated. Moreover, when two sheets are supplied, up-and-down winning-a-prize Rhine L2A and L2B join this, and when three sheets are supplied, all winning-a-prize Rhine L1, L2A, L2B, L3A, and L3B are validated. Such

validation of winning-a-prize Rhine is displayed on a game person, when the validation Rhine display lamp 19 arranged to the both ends in each winning-a-prize Rhine lights up.

[0016] Moreover, under the display windows 5-7, the BET switch 9, the credit / settlement-of-accounts change-over switch 10, the start lever 11, and earth switches 12, 13, and 14 are formed. If the credit of the number of medals is carried out to the credit numeral section 21, by push-button actuation of the BET switch 9, it will replace with the medal injection to medal input port 8, and the medal of 1-3 sheets will be bet on 1 time of a game. Moreover, the credit/expenditure of a medal (PLAY CREDIT/PAY OUT) can be switched by push-button actuation with a credit / settlement-of-accounts change-over switch 10. Moreover, rotations of reels 2, 3, and 4 begin all at once by lever actuation of the start lever 11. It is arranged corresponding to each reels 2, 3, and 4, when rotation of each [these] reel reaches constant speed, actuation is validated, and earth switches 12, 13, and 14 suspend rotation of each reel according to actuation of a game person.

[0017] Moreover, ***** 15 and the medal saucer 17 are formed in the transverse-plane lower part of a slot machine 1. ***** 15 takes out the sound generated from the loudspeaker 43 contained inside to the exterior. The medal saucer 17 collects the medal paid out of the medal expenditure opening 16. Moreover, the dividend table 18 showing the medal of which pays out to winning a prize is displayed on the transverse-plane upper part of a slot machine 1. Moreover, in the right end section of the center of a transverse plane, spacing is kept up and down, and the credit numeral section 21 which displays the number of medals by which the current credit is carried out, and the winning-a-prize dividend numeral section 22 which displays the number of medals paid out to a game person at the time of winning a prize are arranged at it. These displays consist of 7 segments LED of the number according to the digit count of the numeric value to display.

[0018] Drawing 2 shows the symbol train drawn on the peripheral face of reels 2, 3, and 4. Two or more kinds of 21 symbols are arranged, each symbol train is constituted, and reels 2, 3, and 4 are supported sequentially from the left of drawing. The code number of "0-20" is given to each symbol, and the rotation drive of each reels 2, 3, and 4 is carried out so that a symbol train may move in the direction of an arrow head of drawing. In addition, in this drawing, the slash given to three "7" of the code number 1 expresses "red" color, and the reticulated line given to "7" on the left-hand side of the code number 6 expresses "blue" color. Moreover, "7 with a ribbon" on the left-hand side of the code number 3 is colored "yellow" color. Therefore, in the case of the symbol train of this drawing, "7" has four kinds, "white", "red", "blue", and "yellow" (with a ribbon). Also in following drawing 3, it is the same.

[0019] Drawing 3 is a winning-a-prize symbol combination table beforehand appointed in the slot machine 1 by the 1st operation gestalt, and is shown in the dividend table 18 of the slot machine 1 transverse-plane upper part. In this table, three symbol combination belonging to the partition of [A] is great success winning-a-prize combination of "B-B game" generating. If either of these combination is located in a line on above-mentioned winning-a-prize Rhine, the medal of 15 sheets will be paid by the game person and a B-B game will be performed to him after that. The probability for a B-B game to occur is the same in every symbol combination displayed on the [A] partition. Moreover, one symbol combination belonging to the partition of [B] is winning-a-prize combination per inside of "R-B game" generating. If this combination is located in a line on winning-a-prize Rhine, the medal of 15 sheets will be paid by the game person and a R-B game will be performed to him after that. Moreover, four symbol combination belonging to the partition of [C] is winning-a-prize combination of small hit generating in the general game in a B-B game, even if it generates in addition to the time of a B-B game, it serves as a "blank", but if either of this symbol combination is located in a line on winning-a-prize Rhine in the general game in a B-B game, the medal of 15 sheets will be paid by the game person. The probability for the combination of this small hit winning a prize to occur in the general game in a B-B game is set up highly.

[0020] Moreover, one symbol combination belonging to the partition of [D] is combination which shifts to a bonus game from a general game, when this combination occurs in the general game in a B-B game, and it is combination of jack game winning-a-prize generating of the jack game in this bonus game. This jack game is a game which arranges the combination of JAC-JAC-JAC illustrated by the [D] partition on winning-a-prize Rhine L1 of middle at the time of a bonus game. Moreover, two symbol combination belonging to the partition of [E] is combination of small hit generating at the time of a general game (at the time [Usually] of a game), and is combination of small hit generating at the time of the general game in a B-B game. If these combination is located in a line on winning-a-prize Rhine, the medal of ten sheets or five sheets will be paid by the game person. Moreover, one symbol combination belonging to the partition of [F] is symbol combination which serves as Replay into general games other than among a B-B game.

Although there is no expenditure of a medal when this combination occurs, even if it does not throw in a medal, 1 more time of a game can be played.

[0021] Next, the outline of (1) general game mentioned above, (2) R-B games, and (3) B-B games is explained.

[0022] (1) If the symbol combination which belongs to each partition of [A], [B], [E], and [F] at the time of a general game is located in a line on winning-a-prize Rhine, it will be winning a prize. Moreover, when the symbol combination located in a line belongs to neither of these partitions, it becomes a "blank" (with no dividend). If winning a prize of each partition of [A], [B], and [E] occurs, the dividend medal of each number of sheets mentioned above will pay out. And in winning a prize of the partition of [A] and [B], the fat dividend game of multiple times shifts to the following B-B (great success) game and R-B (per inside) game which are generated collectively after this medal expenditure. Moreover, in winning a prize of the partition of [E], the dividend medal according to generated winning a prize pays out, and it becomes 1 game termination. Moreover, if Replay winning a prize of the partition of [F] occurs, even if it does not carry out a medal injection, a game can be performed once again.

[0023] (2) A R-B game R-B game will be generated if the symbol combination of the [B] partition is located in a line on winning-a-prize Rhine in the above-mentioned general game. In a R-B game, the game of the one medal credit called a jack game can be performed two or more times. If the symbol combination of the [D] partition is located in a line on winning-a-prize Rhine L1 in this jack game, jack game winning a prize will occur and the medal of 15 sheets will pay out. Although a "blank" is generated in a jack game, about 9/10 of jack game winning a prize is generated in the high probability 10. This R-B game will be ended if the number of jack games of the total which for example, jack game winning a prize occurred 8 times, or was performed in the R-B game amounts to 12 times. At this time, the count for which a prize can be remaining won is displayed on the count display 25 of the [G] partition for which a prize can be won by the 7 segment LED in the figure of 7-0.

[0024] (3) As for the B-B game **B-B game, that from which an above-mentioned R-B game and an above-mentioned general game became a lot consists of multiple times (this operation gestalt 2 times). Generating of a B-B game performs a general game first. Although a "blank" is generated in the general game in this B-B game, a small hit of the [E] partition occurs in a high probability compared with the time of general games other than among a B-B game. Furthermore, in the general game in this B-B game, a small hit of the [C] partition which is not generated is also generated at the time of the general game mentioned above.

[0025] ** If the symbol combination of the [D] partition is located in a line in the general game in this B-B game, six coin will pay out again.

[0026] ** Shift to the bonus game which is a R-B game which can perform the jack game of multiple times after that. The bonus game in this B-B game will also be ended if the number of jack games of the total which jack game winning a prize occurred 8 times, or was performed in the bonus game amounts to 12 times. It is displayed on the count display 25 of the [G] partition for which a prize can be won by the 7 segment LED in the figure of 7-0 like [the count at this time for which a prize can be remaining won] the above.

[0027] ** The general game in the B-B game explained by above ** after the above-mentioned bonus game was completed is performed again, and if the symbol combination explained by above ** into this general game occurs, the bonus game explained by ** of after that further the above will be performed. A B-B game is the repeat of the set of a series of games of the general game shown in the above-mentioned ** - **, and a bonus game, and the number of predetermined times, if this set is performed twice, for example, as for a B-B game, it will be that it is ended. At this time, the remaining number of sets can be recognized by turning on the figure "1" of the [G] partition, and "2." However, in this B-B game, also when the count of a total game except the count of a total game in the general game condition of above ** and ** and the number of the jack [in other words] games at the time of the bonus game of the above-mentioned ** exceeds the count of predetermined, for example, 30 times, a B-B game is ended.

[0028] Drawing 4 shows the circuitry containing the control section which controls the game processing actuation in the slot machine 1 by this operation gestalt, and the peripheral device (actuator) electrically connected to this.

[0029] A control section uses a microcomputer (henceforth a microcomputer) 30 as the main components, adds the circuit for a random-number sampling to this, and is constituted. The microcomputer 30 is constituted including CPU (arithmetic and program control)31 which performs control action according to the program set up beforehand, and ROM (read only memory)32 and RAM (random access memory)33

which are a storage means. The random-number sampling circuit 37 which specifies one of the clock pulse generating circuit 34 and counting-down circuit 35 which generate a criteria clock pulse, the random number generator 36 which generates the random number of the fixed range, and the generated random numbers is connected to CPU31. Furthermore, I/O Port 38 which delivers and receives a signal between the below-mentioned actuators is connected. The storage section is classified so that ROM32 may store a winning-a-prize judging table, a symbol table, a winning-a-prize symbol combination table, a winning-a-prize sound table, and a sequence program. About the contents of these tables, it mentions later.

[0030] As main actuators with which actuation is controlled by the control signal from a microcomputer 30, there are the hopper 40 and loudspeaker 43 which contain the stepping motors 2S, 3S, and 4S which carry out the rotation drive of the reels 2, 3, and 4, the validation Rhine pilot light 19, pilot lights 20L, 20C, and 20R, the credit numeral section 21, the winning-a-prize dividend number-of-sheets display 22, the count display 25 for which a prize can be won, and a medal. These are driven by the motorised circuit 44, the lamp drive circuit 45, the display drive circuit 46, the hopper drive circuit 47, and the loudspeaker drive circuit 48, respectively. These drive circuits 44-48 are connected to CPU31 through I/O Port 38 of a microcomputer 30. Here, the loudspeaker 43, the loudspeaker drive circuit 48, and the microcomputer 30 constitute an information sound generating means to generate the information sound corresponding to the count of the jack game in a B-B game and a R-B game for which a prize can be remaining won.

[0031] Moreover, there are injection medal sensor 8S which detect the medal thrown in from medal input port 8 as main input signal generating means to generate an input signal required in order that a microcomputer 30 may generate a control signal, and start switch 11S which detect actuation of the start lever 11. Furthermore, whenever each reels 2, 3, and 4 make one revolution, there are a reel rotation sensor which generates a reset pulse, and a reel location detector which detects the rotation location of each reels 2, 3, and 4 in response to the output pulse signal from this reel rotation sensor. These reel rotation sensor and the reel location detector are included in the drive of each reels 2, 3, and 4, and are not illustrated in this drawing. After rotation of reels 2-4 is started, a reel location detector carries out counting of the number of the driving pulses supplied to each which is stepping motors 2S-4S, and writes these enumerated data in the predetermined area of RAM33. The reset pulse outputted from a reel rotation sensor is given to CPU31 through a reel location detector, and the enumerated data of the driving pulse by which counting is carried out by RAM33 are cleared by "0." Therefore, in RAM33, the enumerated data corresponding to the rotation location of one revolution within the limits are stored about each reels 2-4.

[0032] Furthermore, as the above-mentioned input signal generating means, when earth switches 12, 13, and 14 are pushed, there are the reel stop signal circuit 49 which generates the signal which stops a reel, medal detecting-element 40S which carry out counting of the number of medals paid out of a hopper 40, and a completion signal generating circuit of expenditure which is not illustrated. counting which the medal enumerated data which inputted this completion signal generating circuit of expenditure from medal detecting-element 40S, and which had expenditure in fact inputted from the display drive circuit 46 -- when the dividend number-of-sheets data expressed by signal are reached, the signal which detects completion of medal expenditure is generated. Each circuit which constitutes these input signal generating means is also connected to CPU31 through I/O Port 38.

[0033] In addition, although he is trying to use the random number generator 36 and the random-number sampling circuit 37 which are circuit where a microcomputer 30 is another as a random-number-generation means and a random-number sampling means in the circuitry of this drawing, you may constitute so that a random-number sampling may be performed within a microcomputer 30 (i.e., on the program of CPU31 of operation). In that case, it is also possible to be able to omit a random number generator 36 and the random-number sampling circuit 37, or to leave as an object for backup of a random-number sampling action.

[0034] Drawing 5 shows notionally the winning-a-prize judging table stored in above-mentioned ROM32. This winning-a-prize judging table has memorized the data which divide the random number of the fixed range generated with a random number generator 36 in each winning-a-prize mode, and this data is defined with a game condition and the number of injection medals. For example, when the medal of one sheet is thrown in at the time of a "general game", a table TS 1 is chosen from this table, and the random number of the fixed range generated with a random number generator 36 is divided with the data memorized by this table TS 1. And it is judged to which group of this partition one random-number value specified in the sampling circuit 37 belongs, and a winning-a-prize mode is determined. On each tables TS1, TS2, and TS3 at the time of a general game, the group division of the random number is carried out in each partition of the B-B game shown in the [A] partition of drawing 3, the R-B game shown in the [B] partition, the small hit shown in the [E] partition, Replay shown in the [F] partition, and the "blank" which is not illustrated.

When the number of injection medals increases with two sheets and three sheets, the probability for each winning a prize to occur becomes high.

[0035] Moreover, although the B-B game was won in the above-mentioned winning-a-prize judging and the B-B game flag was set, when the symbol combination of a B-B game is not located in a line at the time of a reel halt, it will be in the condition "per interior of a B-B game". [which is in the condition in front of B-B game shift] In this condition, tables TF1, TF2, and TF3 are chosen according to the number of injection medals as a winning-a-prize judging table of this table. On each [these] table, the group division of the random number is carried out in each partition of the small hit shown in the [E] partition, Replay shown in the [F] partition, and the "blank" which is not illustrated. Moreover, if a game condition becomes "a game in [general] a B-B game", tables TB1, TB2, and TB3 will be chosen according to the number of injection medals as a winning-a-prize judging table. On each [these] table, the group division of the random number is carried out in each partition of the small hit shown in each partition of [C] and [E], "jack game winning a prize" shown in the [D] partition, and the "blank" which is not illustrated.

[0036] Moreover, the symbol table stored in above-mentioned ROM32 is notionally shown in drawing 6. This symbol table matches the rotation location and symbol of each reels 2-4, and expresses with a notation the symbol train shown in drawing 2. The symbol code which indicates the symbol prepared by corresponding for every code number to be the code number by which sequential grant was carried out for every fixed rotation pitch of each reel on the basis of the rotation location which the reset pulse mentioned above generates to this symbol table is memorized. In the example of this drawing, when the 1st reel 2 stops from a criteria location in the rotation location of a code number "6", the symbol corresponding to the code of "C" will appear in the center of a display window 5, and the symbol corresponding to the code of "E" and "F" will appear in the upper and lower sides, respectively.

[0037] Moreover, in above-mentioned ROM32, the winning-a-prize symbol combination table which is not illustrated is stored. The symbol code of each winning-a-prize symbol combination shown in this winning-a-prize symbol combination table at drawing 3, the symbol code of the symbol combination which constitutes a "reach eye", the winning-a-prize judging code showing each winning a prize, winning-a-prize medal dividend number of sheets, etc. are memorized. Here, a reach eye is symbol combination which suggests that generating of a B-B game is in a near condition to a game person, when it is in the above-mentioned condition which the request signal of a B-B game generated of B-B game flag setting. This winning-a-prize symbol combination table is referred to when performing the winning-a-prize check the time of halt control of the 1st reel 2, the 2nd reel 3, and the 3rd reel 4, and after [all] a reel halt.

[0038] Moreover, the 1st winning-a-prize sound table stored in above-mentioned ROM32 is notionally shown in drawing 7. The jack game winning-a-prize sounds 1-8 ****(ed) by this 1st winning-a-prize sound table corresponding to seven - zero count in a bonus game for which a prize can be remaining jack game won are memorized. A driving signal is sent to the loudspeaker drive circuit 48 through I/O Port 38 by CPU31 which constitutes an information sound generating means, and a loudspeaker 43 drives **** of the jack game winning-a-prize sounds 1-8, and it is performed. For example, when the 1st winning a prize occurs in a bonus game, the drum sound of a scale "DO" is ****(ed) as a jack game winning-a-prize sound 1 corresponding to seven counts for which a prize can be remaining won. Next, generating of the 2nd winning a prize **** the drum sound of a scale "RE" as a jack game winning-a-prize sound 2 corresponding to six counts for which a prize can be remaining won. Hereafter, the drum sound of scale "MI"- "Si" is ****(ed) as jack game winning-a-prize sounds 3-7 corresponding to five - one count for which a prize can be remaining won. Moreover, the 8th winning a prize generating of the jack game winning-a-prize sound 8 corresponding to zero count for which a prize can be remaining won **** the fanfare of a high scale "DO" one octave from the jack game winning-a-prize sound 1.

[0039] Furthermore in ROM32, the program at the time of a game being performed on this slot machine 1 (sequence program) is stored.

[0040] Next, actuation of the game machine by the 1st operation gestalt controlled by the microcomputer 30 is explained. Drawing 8 is a flow chart which shows outline processing of this game actuation.

[0041] First, it is distinguished by CPU31 whether Medal BET was made (step 1 (it is hereafter described as ST)). This distinction serves as "YES", when a medal is thrown into medal input port 8 and there is a detecting-signal input from medal sensor 8S, or when there is an input from the BET switch 9. In that case, it is distinguished whether next, there was any input (start signal) from start switch 11S by start lever actuation (ST2). When this distinction is "YES", a driving signal is sent to the motorised circuit 44 through I/O Port 38, and the rotation drive of all the reels 2, 3, and 4 is carried out by CPU31 (ST3). Then, the winning-a-prize judging later mentioned by drawing 9 and drawing 10 is performed (ST4). This winning-a-

prize judging is performed to the proper timing after the start lever 11 was operated, and it generates with a random number generator 36, and it is performed by judging whether one random-number value specified by the sampling circuit 37 is the value which belongs to which winning-a-prize group in the above-mentioned winning-a-prize judging table.

[0042] According to the class of winning-a-prize flag set as a result of this winning-a-prize judging, halt control of reels 2, 3, and 4 is performed (ST5). When the display at the time of a reel halt was a predetermined winning-a-prize symbol, it is winning a prize by ST6, the next processing (ST7) is performed and winning a prize is not won, it is set to "NO" and processing returns to first ST1. Next, it is judged whether it is Replay (ST7). This Replay is equivalent to the symbol combination shown in the partition [F] of drawing 3. When the judgment of whether to be Replay is "YES", when return and a judgment are "NO(s)", the medal of predetermined number of sheets pays out a reel rotation drive (ST3) (ST8).

[0043] Next, it is judged whether the "B-B game" occurred (ST9). The flag of a B-B game is set in a general game, and a B-B game is generated when it is the predetermined winning-a-prize symbol combination to which the symbol display at the time of a reel halt belongs to the partition [A] of drawing 3. For example, the flag of a B-B game is set, and when a reel stops in the "red 7-red 7-red 7" of the divisional [A] maximum upper case, a B-B game occurs. When a B-B game occurs, the judgment of ST9 serves as "YES", processing shifts to ST27 and a B-B game is performed. When the B-B game has not occurred, the judgment of ST9 serves as "NO" and it is judged whether next the "R-B game" occurred (ST10). The flag of a R-B game is set at the time of a general game, and a R-B game is generated when it is the predetermined winning-a-prize symbol combination to which the symbol display at the time of a reel halt belongs to the partition [B] of drawing 3. When the judgment of this ST10 is "YES", processing shifts to ST28 and a R-B game is performed. When a B-B game and a R-B game occur, after the medal of 15 sheets pays out by ST8, it shifts to each game. Moreover, when the judgment result of ST10 is "NO", processing returns to first ST1.

[0044] Next, winning-a-prize judging processing of ST4 is explained with reference to the flow chart of drawing 9 and drawing 10.

[0045] It is judged first whether this game is the "bonus game" in a "R-B game" or a B-B game (ST11). When this judgment result is "YES", a random-number sampling is performed (ST12), and it is judged whether the sampled random-number value is less than [predetermined / value R1] (ST13). here -- the range of a random number -- 0-16383 -- carrying out -- $R1=14744$ ** -- the probability which will be set to random-number value $\leq R1$ if it carries out -- $14745/16384$ -- about -- the probability which becomes 9/10 and is set to random-number value $> R1$ -- $(16384-14745) / 16384$ -- about -- it becomes 1/10. When this judgment result is "NO", the flag of a "blank" is set to RAM33 (ST14), at the time of "YES", the flag of "jack game winning a prize" is set to RAM33 (ST15), and processing of this flow is completed.

[0046] On the other hand, when the judgment result of first ST11 is "NO", it is judged for this game whether it is under ["B-B game"] ***** (ST16). If it is among a B-B game, either of the winning-a-prize judging tables TB1-TB3 for the games in [general] a B-B game mentioned above will be set to reference (ST17). Moreover, when this game is not among a B-B game, it is judged whether next the B-B game flag is already set (ST18). When this judgment is "YES", either of the ** winning-a-prize judging tables TF1-TF3 is set to reference per [which was mentioned above] interior of a B-B game (ST19). Moreover, when it is the judgment of "NO" to which the B-B game flag is not set in ST18, either of the winning-a-prize judging tables TS1-TS3 which the ** mentioned above at the time of a general game is set to reference (ST20). Next, the start address of the data referred to in the winning-a-prize judging table set in this way is set (drawing 10 , ST21).

[0047] Next, a random-number sampling is performed from the random-number range of 0-16383 (ST22), and it is judged for the sampled random-number value whether it is less than [R2] (ST23). These R2 is the comparison reference numeric value set as the initial data of the winning-a-prize judging table set by ST21, and a numeric value compared, and is a numeric value which carries out the group division of the sampled random number at each winning-a-prize mode. For example, when it is the winning-a-prize judging table TS 1 for the time of the general game to which the set winning-a-prize judging table was set by ST20, the numeric value 44 is set to the head of a table as a comparison reference numeric value R2. If the sampled random-number value becomes 37, for example, since this is smaller than R2, the judgment result of ST23 will serve as "YES", and the flag (B-B game) of the data will be set at the following step (ST24). Therefore, about 1/of probabilities for this flag to be set is set to 364 by 45/16384. Moreover, when the judgment result of ST23 is "NO", unless the comparison reference numeric value of the following address

data is set to R2 (ST25) and is judged at the following step (ST26) to be the end of data, the random-number value and the comparison reference numeric value R2 which were sampled by ST23 by returning are compared. When the judgment result of ST26 is set to "YES" and data are completed, it means that there had been no corresponding role of winning a prize, and a "blank" flag is set in ST24.

[0048] Next, the processing of a "B-B game" of operation shown in the flow chart of drawing 11 is explained.

[0049] First, it is judged whether the total count of a game of the general game in a B-B game (the count of a game in a bonus game is not included) is over 30 times (ST30), and if this judgment is "YES", it will return to the step ST 1 of the beginning of all actuation shown in drawing 8. If the count of a game is not over 30 times, it is distinguished whether next Medal BET was made (ST31). This distinction serves as "YES", when a medal is thrown into medal input port 8 and there is a detecting-signal input from medal sensor 8S like ST1 of drawing 8, or when there is an input from the BET switch 9. In that case, it is distinguished whether next, there was any start signal input from start switch 11S by start lever actuation (ST32). When this distinction is "YES", a driving signal is sent to the motorised circuit 44 through I/O Port 38, and the rotation drive of all the reels 2, 3, and 4 is carried out by CPU31 (ST33). Then, a winning-a-prize judging is performed (ST34).

[0050] This winning-a-prize judging is performed according to the procedure shown in the flow chart of drawing 9 and drawing 10, and is based on the judgment by ST23 of this flow chart. That is, it is activation of the general game of the three-sheet bet in a B-B game. Generating a "blank" and "winning a prize" here, a "blank" and the probability of occurrence of "winning a prize" are about 1/10 and about 9/10, respectively. Since the winning-a-prize judging table for "the games in [general] a B-B game" is set by ST17 into this B-B game, the symbol combination which is shown in the [D] partition at the symbol combination of a small hit shown in the [C] partition of drawing 3 and the [E] partition and a list and which shifts to a bonus game is set up as winning a prize. Therefore, at the time of the general game in a B-B game, the symbol combination of the partition [C] which serves as a "blank" at the time of general games other than a B-B game is also "winning a prize", and it becomes symbol combination with a dividend.

[0051] Next, halt control of a reel is performed according to the class of winning-a-prize flag set as a result of this winning-a-prize judging (ST35). Becoming a "blank" when the display at the time of a reel halt is not a predetermined winning-a-prize symbol, processing returns to ST30 (ST36). Moreover, when reels 2-4 display a predetermined winning-a-prize symbol and stop, the medal of predetermined number of sheets pays out (ST37). In being the "red 7-red 7-white 7" shown in the maximum upper case of the partition [C] of drawing 3 at this time, for example, a winning-a-prize mode, the medal of 15 sheets pays out. Next, it is judged whether it is the symbol combination (JAC-JAC-JAC) to which winning a prize in ST36 belongs to the partition [D] of drawing 3 (ST38), and in being this symbol combination, a judgment serves as "YES" and shifts to a bonus game. Moreover, when the above-mentioned symbol combination has not occurred, a judgment serves as "NO" and processing returns to ST30.

[0052] In processing of a bonus game, it is judged whether the jack game in a bonus game was performed 12 times first (ST39), and if this judgment is "YES", it will be judged whether the bonus game of ST47 small lever is the 2nd set. By digesting the 2nd set, if this judgment result is "YES", processing will return to the step (ST1) of the beginning of all actuation shown in drawing 8. Moreover, when this judgment result is "NO", processing returns to ST30 and the set [2nd] general game is started.

[0053] Since this jack game is performed by the one medal bet on the other hand when judged with 12 times of jack games not being digested by ST39, it is judged whether the medal BET of one sheet was made (ST40). When this judgment is "NO", as for processing, in return and "YES", the rotation drive of all the reels is carried out at ST39 (ST41). Then, a winning-a-prize judging is performed (ST42). This winning-a-prize judging is performed by the procedure shown in the flow chart of drawing 9 and drawing 10, and is based on the judgment by ST13 of this flow chart. Next, halt control of a reel is performed according to the class of winning-a-prize flag set as a result of this winning-a-prize judging (ST43). If the display at the time of a reel halt is the predetermined symbol combination of jack game winning a prize, it will become jack game winning a prize, and when it is not jack game winning a prize, it returns to ST39 (ST44).

[0054] At the time of jack game winning a prize, the jack game winning-a-prize sounds 1-8 which show the count for which a prize can be remaining won are ****(ed) (ST45). **** of these jack game winning-a-prize sounds 1-8 is performed by the information sound generating means with reference to the 1st winning-a-prize sound table of drawing 7. At this time, the count for which a prize can be won is numerically displayed on coincidence by the count display 25 of drawing 3 for which a prize can be won. A

driving signal is sent to the display drive circuit 46 through I/O Port 38 by CPU31, and the display of the count for which a prize can be won is performed by the count display 25 for which a prize can be won driving. Then, the medal of 15 sheets pays out to jack game winning a prize (ST46).

[0055] Next, it is judged whether the count of jack game winning a prize is the 8th time (ST47), if it is not jack game winning a prize which is the 8th time, a judgment will serve as "NO" and processing will return to ST39. Moreover, if jack game winning a prize is the 8th time, a judgment will serve as "YES" and it will be judged whether next a bonus game is the set [2nd] thing (ST48). When this judgment is "NO", the set [1st] bonus game is ended, processing returns to ST30 and the 2nd set of a general game and a bonus game is started. That is, the count of a game of a jack game becomes 12 times, or a bonus game will be ended if jack game winning a prize occurs 8 times.

[0056] Moreover, when a bonus game is the set [2nd] thing, the judgment in ST48 serves as "YES", it ends and a B-B game returns to the step (drawing 8 , ST1) of the beginning of all actuation. The number of medals which the number of total games of the general game in a B-B game does not exceed 30 times (ST30), and is gained in this B-B game is about 250 sheets.

[0057] Next, the operations sequence of the R-B game shown in the flow chart of drawing 12 is explained.

[0058] In this R-B game, the same processing as the bonus game in a B-B game is performed, and the procedure of this flow chart is the same as the procedure of ST39-ST47 in the B-B game of drawing 11 . That is, it is judged whether the jack game in a R-B game was performed 12 times first (ST50), and when not digested 12 times, it is judged whether Medal BET was made (ST51). When Medal BET is made, a judgment serves as "YES", the rotation drive of the reel is carried out (ST52), and a winning-a-prize judging is performed (ST53). Reel halt control succeeding mentioned above is performed (ST54), and it is judged whether it is winning a prize (ST55). The jack game winning-a-prize sounds 1-8 the symbol of JAC-JAC-JAC indicates the counts for which a prize can be remaining won to be when jack game winning a prize occurs together are ****(ed) (ST56), and the count for which a prize can be won is numerically displayed on the count display 25 of drawing 3 for which a prize can be won. Then, the medal of 15 sheets pays out (ST57). Next, it is judged whether winning a prize judged by ST55 to be "YES" is the 8th jack game winning a prize (ST58). If jack game winning a prize occurs 8 times or 12 times of jack games are digested, a R-B game will be ended and processing will return to the step (drawing 8 , ST1) of the beginning of all actuation.

[0059] Thus, according to the 1st operation gestalt, a game person can recognize easily and clearly by the acoustic sense how many times the count for which a prize can be remaining won is the back by ****(ing) the jack game winning-a-prize sounds 1-8 corresponding to the count of winning a prize in a bonus game. Therefore, since it remains with both an acoustic sense and vision and the count for which a prize can be won can be recognized together with the count which is displayed on the count display 25 for which a prize can be remaining won and for which a prize can be remaining won, the advance situation of a bonus game is grasped clearly. Moreover, a game person can recognize termination of a bonus game easily because there is the sound which is characteristic in the jack game winning-a-prize sound 8. Furthermore, joy that the game person has won all jack game winning a prize by hearing this characteristic jack game winning-a-prize sound 8, and satisfaction of interest of the game in increase and a slot machine I improve.

[0060] In this 1st operation gestalt, the probability of occurrence of a B-B game is set up a little lowness. For this reason, on the contrary, the probability of occurrence of jack game winning a prize in a bonus game is set up very highly, and can gain a total of eight winning a prize by the very high probability. However, there is also a slot machine which sets up the probability of occurrence of jack game winning a prize lowness a little instead of setting up the probability of occurrence of a B-B game more highly a little depending on a slot machine. On the slot machine of such a setup, all may be unable to gain a total of eight jack game winning a prize. In such a case, since the opportunity of 8 neighborhoods [the jack game winning-a-prize sound 6 -] ****(ed) as compared with the jack game winning-a-prize sound 1 - 3 neighborhoods decreases, the need of having eight kinds of jack game winning-a-prize sounds like the operation gestalt of **** 1 is low. Therefore, there is also a slot machine which stored in ROM32 the 2nd winning-a-prize sound table notionally shown in drawing 13 as a modification of the 1st operation gestalt instead of the 1st winning-a-prize sound table shown in drawing 7 .

[0061] The jack game winning-a-prize sound 1 ****(ed) by the 2nd winning-a-prize sound table notionally shown in this drawing 13 corresponding to seven - one count in a bonus game for which a prize can be remaining jack game won, and the jack game winning-a-prize sound 2 ****(ed) corresponding to zero count for which a prize can be remaining jack game won are memorized. When the 1st jack game winning a prize occurs in a bonus game, the drum sound of a scale "DO" is ****(ed) as a jack game winning-a-prize

sound 1, and this jack game winning-a-prize sound 1 is ****(ed) to jack game winning-a-prize generating which is the 7th time henceforth, whenever jack game winning a prize occurs. And generating of the 8th jack game winning a prize **** the fanfare of the scale on 1 octave "DO" rather than the jack game winning-a-prize sound 1 as a jack game winning-a-prize sound 2.

[0062] Thus, winning all jack game winning a prize dares carry out [sound / same] the jack game winning-a-prize sound 1 from the 1st time to the 7th time in the slot machine set up difficultly. Consequently, the jack game winning-a-prize sound 2 ****(ed) only when jack game winning a prize is able to be won altogether 8 times is emphasized more, joy and satisfaction that the game person won all jack game winning a prize are acquired by hearing this sound, and the interest of the game in a slot machine improves. Moreover, when a different jack game winning-a-prize sound 2 from former occurs in the last round, a game person can distinguish sharply the case where it is not the last round and the last round of a jack game, by the acoustic sense, and tends to grasp the advance situation of a bonus game.

[0063] The 1st operation gestalt explained the case where the jack game winning-a-prize sounds 1-8 corresponding to seven - zero count of a bonus game for which a prize can be remaining won were ****(ed). However, there is also a slot machine of a setup which cannot win altogether jack game winning a prize in a bonus game easily 8 times as mentioned above. The 2nd following operation gestalt is explained in consideration of the slot machine of such a setup.

[0064] With the 2nd operation gestalt, an information sound generating means **** the information sound corresponding to 11 - zero count of remaining game possible of the jack game in a bonus game instead of ****(ing) the information sound corresponding to seven - zero count for which a prize can be remaining won.

[0065] In the 2nd operation gestalt, all other configurations are the same as that of the slot machine [in / except for the winning-a-prize sound table stored in ROM32 / the 1st operation gestalt] 1. For this reason, except for processing of a bonus game, other operations are the same as that of a slot machine 1. Therefore, by the following explanation, it changes to the 1st and 2nd winning-a-prize sound table in the slot machine 1 in the 1st operation gestalt, and the case where it has the 3rd winning-a-prize sound table is explained. In addition, explanation is omitted about the part which overlaps an operation of the slot machine 1 in the 1st operation gestalt, i.e., parts other than processing of a bonus game.

[0066] Drawing 14 is drawing having shown notionally the 3rd winning-a-prize sound table in the 2nd operation gestalt.

[0067] The jack game winning-a-prize sound 1 ****(ed) by this 3rd winning-a-prize sound table corresponding to 11 - one count of remaining game possible of the jack game in a bonus game and the jack game winning-a-prize sound 2 ****(ed) corresponding to zero count of remaining game possible of a jack game are memorized. If the symbol combination of "JAC-JAC-JAC" gathers in the general game of a B-B game and it shifts to a bonus game, when the 1st jack game will be started, the drum sound of a scale "DO" is ****(ed) as a jack game winning-a-prize sound 1. Whenever a jack game is performed henceforth to the 11th jack game, the jack game winning-a-prize sound 1 is ****(ed). And initiation of the 12th jack game **** the drum sound of the scale on 1 octave "DO" rather than the jack game winning-a-prize sound 1 as a jack game winning-a-prize sound 2. A driving signal is sent to the loudspeaker drive circuit 48 through I/O Port 38 by CPU31 which constitutes an information sound generating means, and a loudspeaker 43 drives **** of the jack game winning-a-prize sounds 1 and 2, and it is performed.

[0068] Next, processing of the bonus game in the B-B game in the 2nd operation gestalt and a R-B game is explained.

[0069] Drawing 15 is the flow chart which showed roughly processing of the B-B game in the 2nd operation gestalt.

[0070] In processing of a bonus game, it is judged whether the jack game in a bonus game was performed 12 times first (ST39), and if this judgment is "YES", it will be judged whether the bonus game of ST48 small lever is the 2nd set. By digesting the 2nd set, if this judgment result is "YES", processing will return to the step (ST1) of the beginning of all actuation shown in drawing 8. Moreover, when this judgment result is "NO", processing returns to ST30 and the set [2nd] general game is started.

[0071] On the other hand, when judged with 12 times of jack games not being digested by ST39, it is judged whether the medal BET of one sheet was made (ST40). When this judgment is "NO", as for processing, in return and "YES", according to the count of a game of the present jack game, the jack game winning-a-prize sound 1 or the jack game winning-a-prize sound 2 which shows the count of remaining game possible is ****(ed) by ST39 (ST45). **** of these jack game winning-a-prize sounds 1 and 2 is performed by the information sound generating means with reference to the 3rd winning-a-prize sound

table of drawing 1414 .

[0072] Then, the rotation drive of all the reels is carried out (ST41), and a winning-a-prize judging is performed (ST42). Next, halt control of a reel is performed according to the class of winning-a-prize flag set as a result of this winning-a-prize judging (ST43). If the display at the time of a reel halt is the predetermined symbol combination of jack game winning a prize, it will become jack game winning a prize, and when it is not jack game winning a prize, it returns to ST39 (ST44). At the time of jack game winning a prize, it remains in the count display 25 of drawing 3 for which a prize can be won, and the count for which a prize can be won is displayed numerically. Then, the medal of 15 sheets pays out to jack game winning a prize (ST46).

[0073] Next, it is judged whether the count of jack game winning a prize is the 8th time (ST47), if it is not jack game winning a prize which is the 8th time, a judgment will serve as "NO" and processing will return to ST39. Moreover, if jack game winning a prize is the 8th time, a judgment will serve as "YES", next it will be judged whether a bonus game is the set [2nd] thing (ST48). When this judgment is "NO", the set [1st] bonus game is ended, processing returns to ST30 and the 2nd set of a general game and a bonus game is started. Moreover, when a bonus game is the set [2nd] thing, the judgment in ST48 serves as "YES", it ends and a B-B game returns to the step (drawing 8 , ST1) of the beginning of all actuation.

[0074] Next, the operations sequence of the R-B game shown in the flow chart of drawing 16 is explained.

[0075] In this R-B game, the same processing as the bonus game in a B-B game is performed, and the procedure of this flow chart is the same as the procedure of ST39-ST47 in the B-B game of drawing 15 . That is, it is judged whether the jack game was performed 12 times first (ST50), and when not digested 12 times, it is judged whether Medal BET was made (ST51). When Medal BET is made, a judgment serves as "YES" and the jack game winning-a-prize sound 1 or the jack game winning-a-prize sound 2 which shows the count of remaining game possible is ****(ed) according to the count of a game of a current jack game (ST57). **** of these jack game winning-a-prize sounds 1 and 2 is performed by the information sound generating means with reference to the 3rd winning-a-prize sound table of drawing 14 .

[0076] Then, the rotation drive of the reel is carried out (ST52), and a winning-a-prize judging is performed (ST53). Reel halt control successedingly mentioned above is performed (ST54), and it is judged whether it is winning a prize (ST55). When jack game winning a prize occurs [the symbol of JAC-JAC-JAC] together, the count for which a prize can be won is displayed on the count display 25 of drawing 3 for which a prize can be won. Then, the medal of 15 sheets pays out (ST56). Next, it is judged whether winning a prize judged by ST55 to be "YES" is the 8th winning a prize (ST58). If jack game winning a prize is the 8th time, a judgment will serve as "YES", a R-B game will be ended, and processing will return to the step (drawing 8 , ST1) of the beginning of all actuation.

[0077] As mentioned above, according to the 2nd operation gestalt of this invention, in the bonus game and R-B game in a B-B game, it remains corresponding to the count of remaining game possible of a jack game, the jack game winning-a-prize sound 1 is ****(ed) about 11 - one count of game possible, and the jack game winning-a-prize sound 2 is ****(ed) about zero count of remaining game possible. Consequently, when the count of jack game game possible becomes 0 times, it is that the jack game winning-a-prize sound 2 which is a different sound is ****(ed) until now, and the game person who heard this recognizes easily that it is the last jack game. That is, it is impressed strongly that it is the last chance for this game to win jack game winning a prize, ***** of the game person who wants to win jack game winning a prize even as what is driven, and the interest of a game improves. Moreover, when a different jack game winning-a-prize sound 2 from former occurs in the last round, a game person can distinguish sharply the case where it is not the last round and the last round of a jack game, by the acoustic sense, and tends to grasp the advance situation of a bonus game.

[0078] In this 2nd operation gestalt, the case where ****(ed) the jack game winning-a-prize sound 1 which is the sound with one - 11 same counts of a game, and the jack game winning-a-prize sound 2 was ****(ed) at the time of the 12th game initiation was explained. However, the 4th winning-a-prize sound table notionally shown in drawing 17 instead of the 3rd winning-a-prize sound table as a modification of the 2nd operation gestalt in addition to this may be stored in ROM32. In this case, 12 kinds of jack game game sounds 1-12 corresponding to 11 - zero count of remaining game possible are stored in the 4th winning-a-prize sound table. If it is made such a configuration, since the jack game game sounds 1-12 of the sound which is different at every game initiation will be ****(ed), even if it has stagnated without the ability winning jack game winning a prize favorably even if, whether the game current [what time] is performed can recognize clearly by the acoustic sense. Therefore, together with the count which is displayed on the count display 25 for which a prize can be remaining won and for which a prize can be remaining won, the

advance situation of a bonus game can grasp easily by both vision and the acoustic sense. Moreover, if it can be recognized as having remained with the count for which a prize can be remaining won, could also perform the comparison with the count of game possible, having remained when the count of remaining game possible decreased, and many counts for which a prize can be won remaining, the posture in which a game is tackled is also changeable.

[0079] In addition, although the case where the game machine by this invention was applied to a slot machine 1 in each above-mentioned operation gestalt was explained, it is not limited to this, for example, this invention can also be applied to a pachinko machine. That is, in a pachinko machine, if great success occurs, the game from which fluctuation winning-a-prize equipment called an attacker will be in an open condition can be performed a total of 16 times until ten pachinko balls win a prize, for example. The number of the pachinko ball to the fluctuation winning-a-prize equipment in a pachinko machine for which a prize can be remaining won corresponds to the count of jack game winning a prize in each above-mentioned operation gestalt for which a prize can be remaining won. Moreover, the remaining counts of a game of 16 times of the games are equivalent to the count of remaining game possible of the jack game in each above-mentioned operation gestalt. Therefore, the winning-a-prize situation of the pachinko ball in 1 time of a game can grasp now by the acoustic sense by having an information sound generating means by which it remains whenever a pachinko ball wins a prize of fluctuation winning-a-prize equipment, and the winning-a-prize sound corresponding to the number for which a prize can be won is ****(ed). Moreover, the advance situation in the game of a total of 16 times can grasp now by the acoustic sense by having an information sound generating means by which it remains whenever it performs a game, and the information sound corresponding to the count of game possible is ****(ed).

[0080] Moreover, although each above-mentioned operation gestalt explained the adjustable display as a mechanical display means which consists of the reel by which a rotation drive is carried out mechanically, this invention is not limited to this and may constitute an adjustable display from electric display means, such as liquid crystal, and LED, CRT. Moreover, it can set not only to what also explained the number of symbols and the number of symbol trains which constitute one symbol train with each above-mentioned operation gestalt but to arbitration. When a game machine is realized with such a configuration, the same effectiveness as each above-mentioned operation gestalt is done so.

[0081]

[Effect of the Invention] As explained above, according to this invention, it can recognize [be / it / under / specific winning-a-prize game / setting] by the acoustic sense how many times the count to the count of predetermined for which a prize can be remaining won, and the count of remaining game possible are by generating the information sound corresponding to the count of winning a prize and the count of a game of a fat dividend game. Consequently, since a game person can grasp easily the advance situation of a specific winning-a-prize game, without diverting a look like before, he can be concentrated on arranging a winning-a-prize pattern. Moreover, when the count of winning a prize and the count of a game of a fat dividend game in a specific winning-a-prize game are lost, a game person can distinguish sharply easily the case where it is not the last round and the last round of a fat dividend game, by the acoustic sense by generating a different information sound until now. Therefore, the advance situation of a specific winning-a-prize game can be grasped easily also in this case. Furthermore, the hope and the feeling of tension that a game person wants to win winning a prize strongly being conscious of this game being the last by hearing a different information sound from former increase, and the interest of a game increases.

CLAIMS

[Claim(s)]

[Claim 1] It has the control section which controls the winning-a-prize pattern which carries out a deactivate indication to said adjustable display according to the winning-a-prize mode which becomes settled as a result of carrying out a winning-a-prize judging based on the adjustable display which indicates two or more patterns by adjustable, and one sampled random-number value. By this control section In the game machine with which the general game which the winning-a-prize mode of various dividends generates, and the specific winning-a-prize game which performs the fat dividend game to which a fat dividend will be given if it generates and a prize is won at the time of this general game two or more times are performed The game machine characterized by having an information sound generating means to

generate the information sound corresponding to the count of said fat dividend game in said specific winning-a-prize game for which a prize can be remaining won, or the count of remaining game possible of said fat dividend game.

[Claim 2] Said information sound generating means is a game machine according to claim 1 characterized by generating a different information sound for every game activation of every winning-a-prize generating of said fat dividend game, and said fat dividend game.

[Claim 3] Said information sound generating means is a game machine according to claim 1 characterized by generating the information sound which is different from former when the count of said fat dividend game for which a prize can be remaining won, or the count of remaining game possible of said fat dividend game is lost.

[Claim 4] Said game machine is a game machine indicated in any 1 term of claim 1 to claim 3 characterized by being a slot machine or a pinball machine.

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is the perspective view showing the appearance of the slot machine by the 1st operation gestalt of this invention.

[Drawing 2] It is drawing showing the symbol drawn on the peripheral face of the reel which constitutes the adjustable display of the slot machine by the 1st operation gestalt.

[Drawing 3] It is drawing showing the symbol combination drawn on the dividend table of the slot machine by the 1st operation gestalt.

[Drawing 4] It is the block diagram showing the circuitry of the slot machine by the 1st operation gestalt.

[Drawing 5] It is drawing showing notionally the winning-a-prize judging table used for the 1st operation gestalt.

[Drawing 6] It is drawing showing notionally the symbol table used for the 1st operation gestalt.

[Drawing 7] It is drawing showing notionally the 1st winning-a-prize sound table used for the 1st operation gestalt.

[Drawing 8] It is the flow chart which shows the outline of processing actuation of the slot machine by the 1st operation gestalt.

[Drawing 9] It is the 1st flow chart which shows the winning-a-prize judging processing in the flow chart shown in drawing 8 .

[Drawing 10] It is the 2nd flow chart which shows the winning-a-prize judging processing in the flow chart shown in drawing 8 .

[Drawing 11] It is the flow chart which shows processing actuation of the B-B game in the flow chart shown in drawing 8 .

[Drawing 12] It is the flow chart which shows processing actuation of the R-B game in the flow chart shown in drawing 8 .

[Drawing 13] It is drawing showing notionally the 2nd winning-a-prize sound table used for the modification of the 1st operation gestalt.

[Drawing 14] It is drawing showing notionally the 3rd winning-a-prize sound table used for the 2nd operation gestalt.

[Drawing 15] It is the flow chart which shows processing actuation of the B-B game in processing actuation of the slot machine by the 2nd operation gestalt.

[Drawing 16] It is the flow chart which shows processing actuation of the R-B game in processing actuation of the slot machine by the 2nd operation gestalt.

[Drawing 17] It is drawing showing notionally the 4th winning-a-prize sound table used for the modification of the 2nd operation gestalt.

[Description of Notations]

1 -- Slot machine

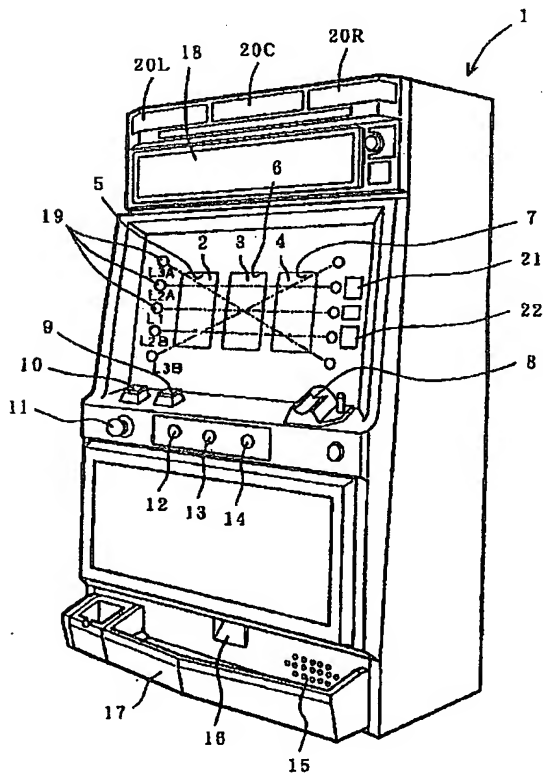
2, 3, 4 -- Reel

5, 6, 7 -- Display window

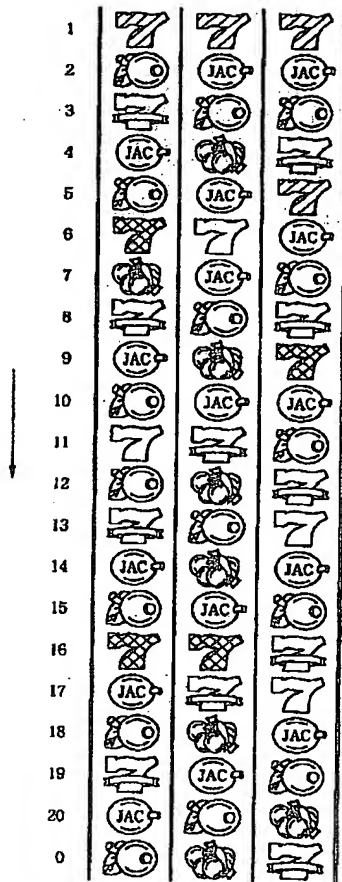
- 8 -- Medal input port
- 9 -- BET switch
- 10 -- A credit / settlement-of-accounts change-over switch
- 11 -- Start lever
- 12, 13, 14 -- Earth switch
- 15 -- *****
- 16 -- Medal expenditure opening
- 17 -- Medal saucer
- 18 -- Dividend table
- 19 -- Validation Rhine display lamp
- 21 -- Credit numeral section
- 22 -- Winning-a-prize dividend number-of-sheets display
- 25 -- Count display for which a prize can be won
- 30 -- Microcomputer
- 31 -- CPU (arithmetic and program control)
- 32 -- ROM (read only memory)
- 33 -- RAM (random access memory)
- 38 -- I/O Port (INPUT/OUTPUT port)
- 43 -- Loudspeaker
- 48 -- Loudspeaker drive circuit

DRAWINGS

[Drawing 1]



[Drawing 2]



[Drawing 6]

BEST AVAILABLE COPY

(シンボルテーブル)

コード No	第 1 リール	第 2 リール	第 3 リール
1	A	A	A
2	E	G	G
3	D	E	E
4	G	F	D
5	E	G	A
6	C	B	G
7	F	G	E
8	D	E	D
9	G	F	C
10	E	G	G
11	B	D	E
12	E	F	D
13	D	E	B
14	G	F	G
15	E	G	E
16	C	C	D
17	G	D	B
18	E	F	G
19	D	G	E
20	G	E	F
0	E	F	D

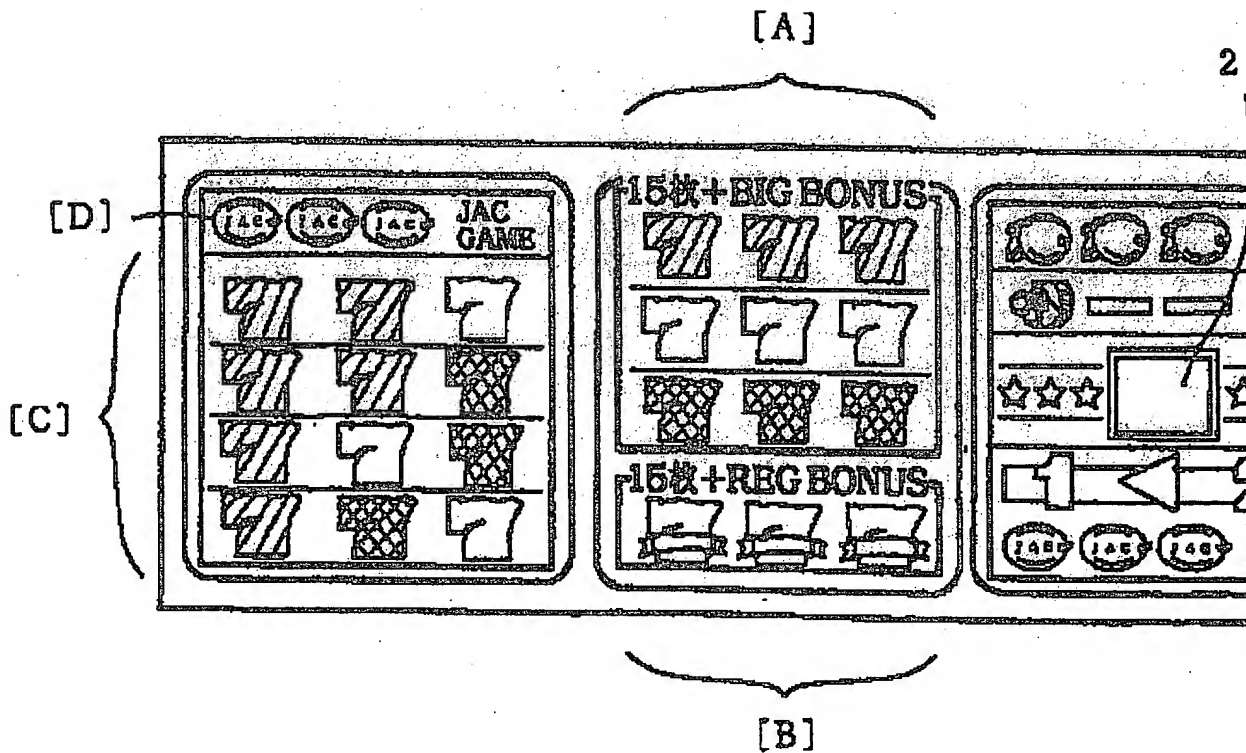
[Drawing 7]

ジャックゲーム 入賞可能回数	ジャックゲーム 入賞音の名称	ジャックゲーム 入賞音の例
7	ジャックゲーム入賞音1	"ド"
6	ジャックゲーム入賞音2	"レ"
5	ジャックゲーム入賞音3	"ミ"
4	ジャックゲーム入賞音4	"ファ"
3	ジャックゲーム入賞音5	"ソ"
2	ジャックゲーム入賞音6	"ラ"
1	ジャックゲーム入賞音7	"シ"
0	ジャックゲーム入賞音8	1オクターブ上の"ド"

[Drawing 13]

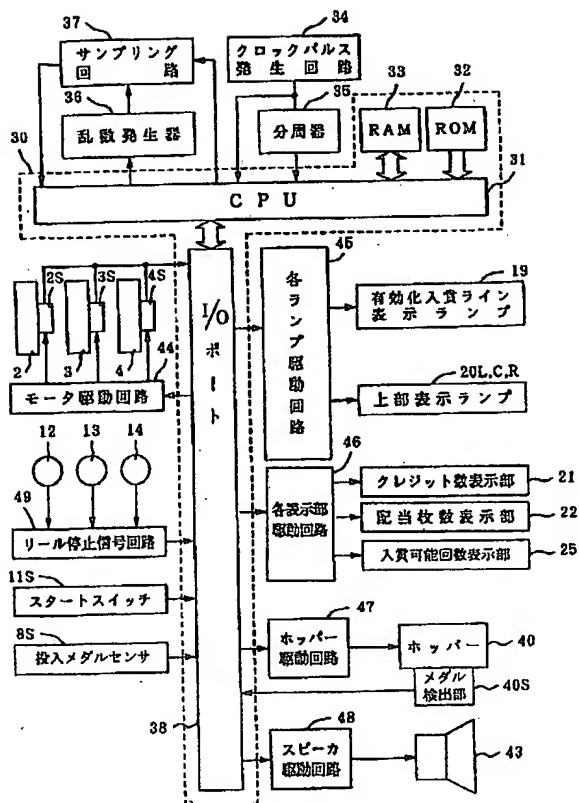
ジャックゲーム 入賞可能回数	ジャックゲーム 入賞音の名称	ジャックゲーム 入賞音の例
7	ジャックゲーム 入賞音1	"ド"
6		
5		
4		
3		
2		
1		
0	ジャックゲーム入賞音2	1オクターブ上の"ド"

[Drawing 3]



[Drawing 4]

BEST AVAILABLE COPY



[Drawing 5]

ゲーム状態 メダル数	ゲーム状態		
	BB中一般遊技	BB内部当たり	一般遊技
1	T_{B1}	T_{P1}	T_{S1}
2	T_{B2}	T_{P2}	T_{S2}
3	T_{B3}	T_{P3}	T_{S3}

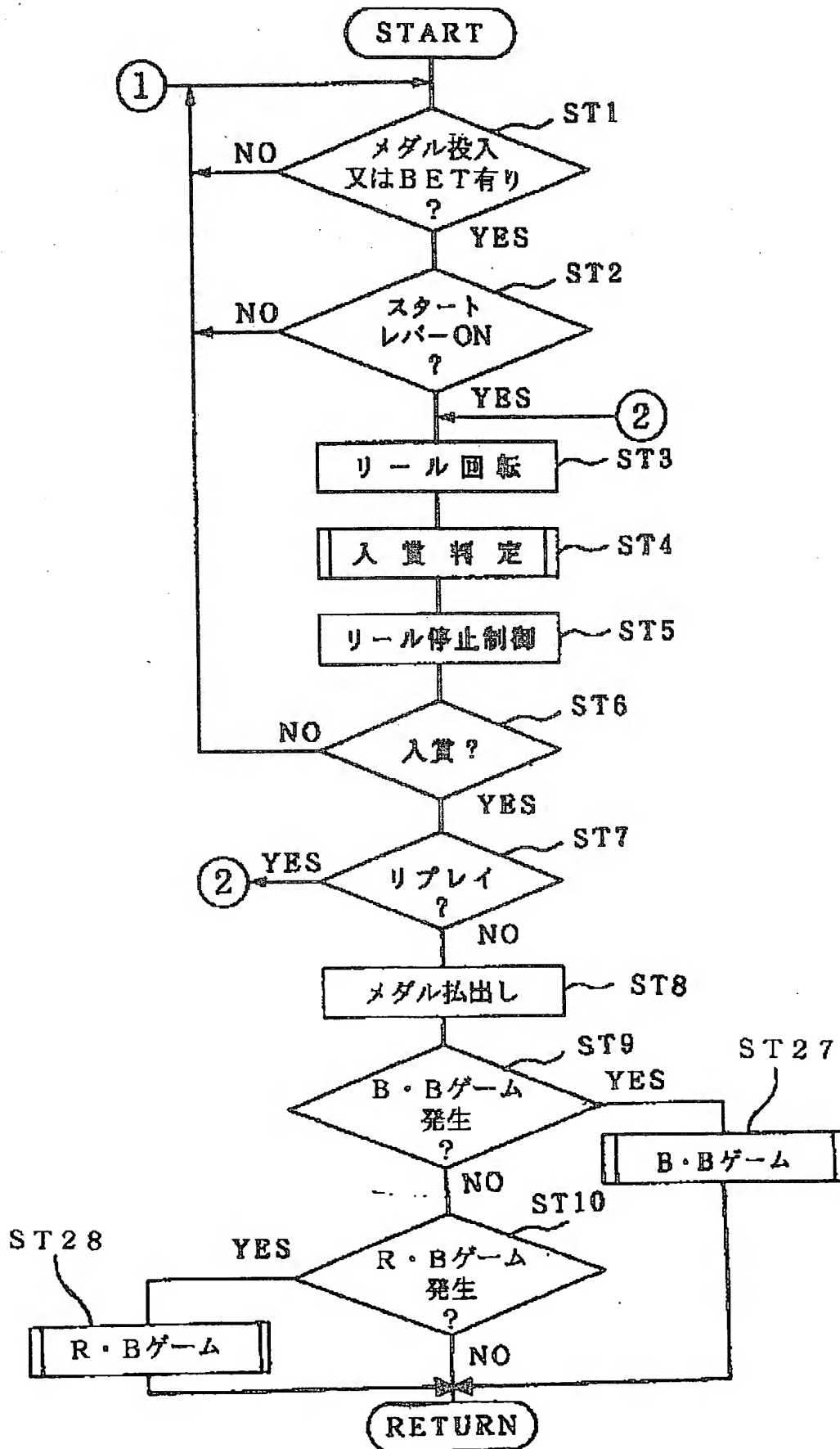
[Drawing 14]

ジャックゲームの 遊技可能回数	ジャックゲーム 入賞音の名称	ジャックゲーム 入賞音の例
11	ジャックゲーム 入賞音1	“ド”
10		
9		
8		
7		
6		
5		
4		
3		
2		
1		
0	ジャックゲーム入賞音2	1オクターブ上の“ド”

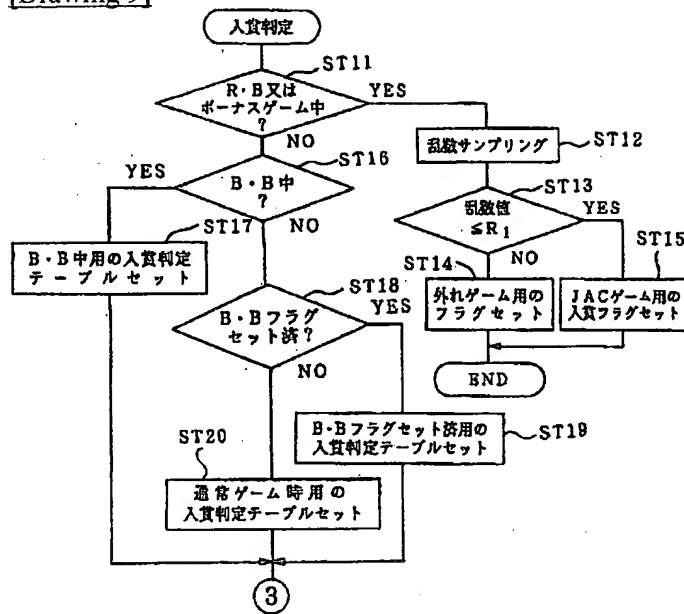
[Drawing 17]

ジャックゲームの 遊技可能回数	ジャックゲーム 遊技音の名称
11	ジャックゲーム遊技音1
10	ジャックゲーム遊技音2
9	ジャックゲーム遊技音3
8	ジャックゲーム遊技音4
7	ジャックゲーム遊技音5
6	ジャックゲーム遊技音6
5	ジャックゲーム遊技音7
4	ジャックゲーム遊技音8
3	ジャックゲーム遊技音9
2	ジャックゲーム遊技音10
1	ジャックゲーム遊技音11
0	ジャックゲーム遊技音12

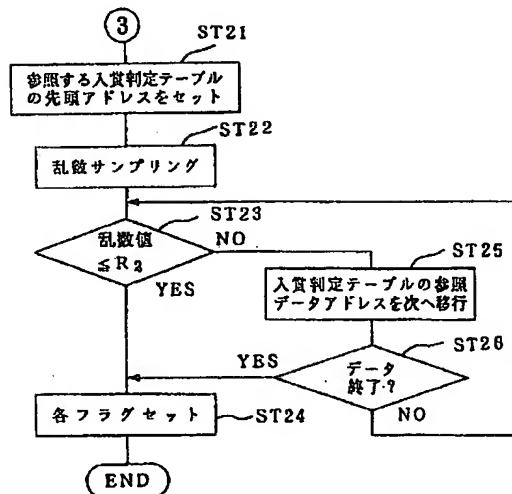
[Drawing 8]



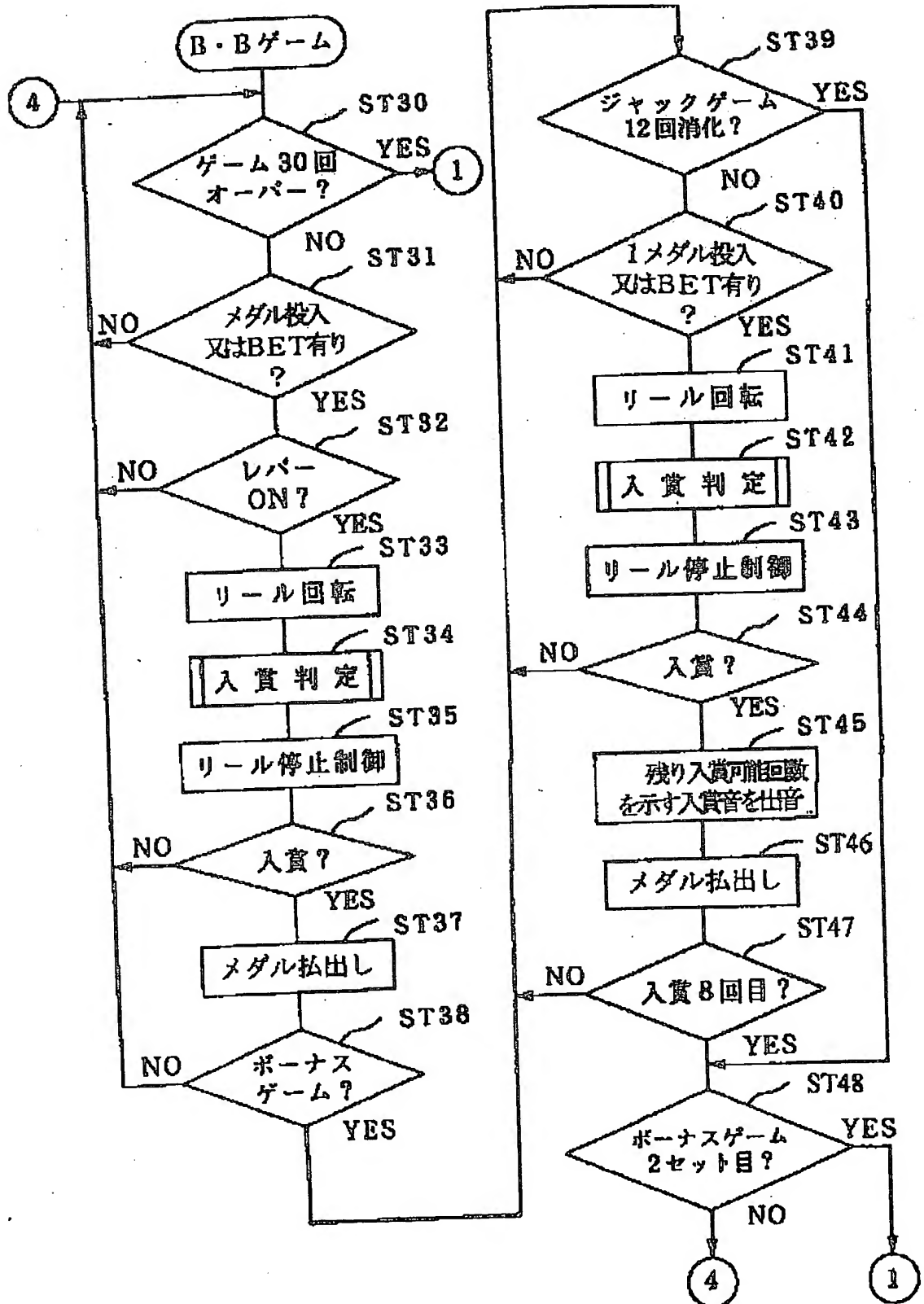
[Drawing 9]



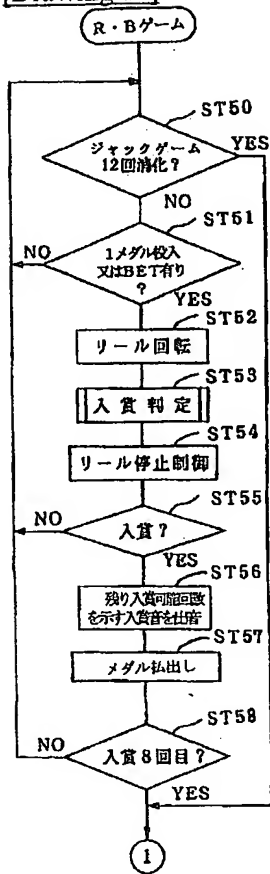
[Drawing 10]



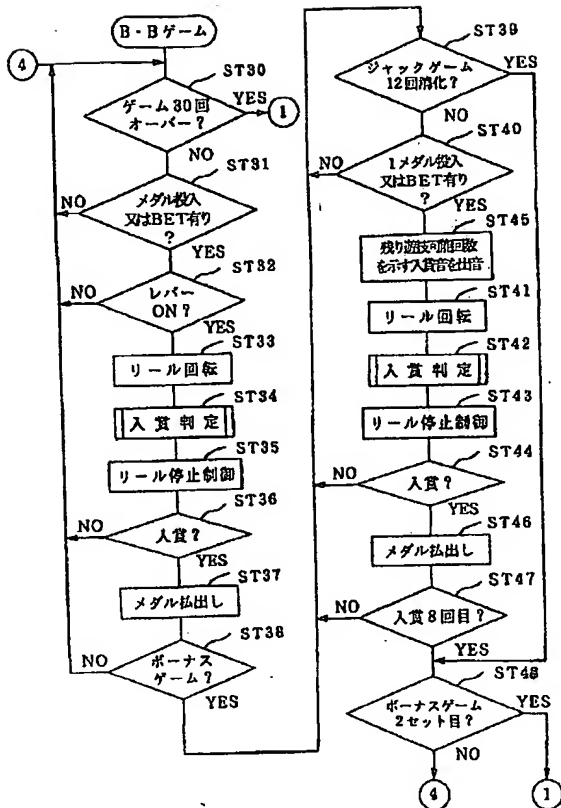
[Drawing 11]



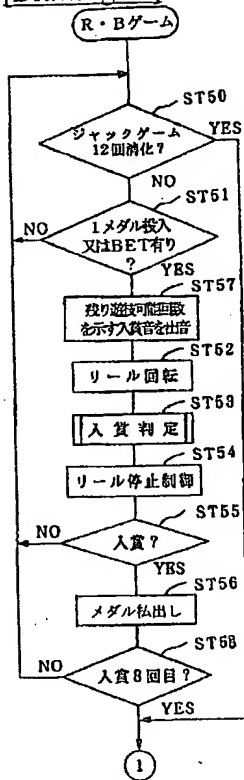
[Drawing 12]



[Drawing 15]



[Drawing 16]



[Translation done.]